

Hobo Arena

Hobo Arena is a text-based roleplaying game with GUI inspired by the browser game HoboWars. You play as a hobo and can pick a fight against enemies for coins and experience, as well as the ability to scavenge the city for coins and items. Coins can be spent in the shop on healing apples and better weapons. You can submit your final score to the Highscores list in which other players will compete for the highest score.

Technologies Used

- Java
- Swing
- MySQL
- Eclipse JEE

Hobo Arena Requirement Specification

Functional:

Battle:

- Search for an enemy (Enemy is randomly generated)
- Earn Coins by defeating enemies
- Earn Score by defeating enemies
- Ability to attack the enemy
- Ability to run away from the enemy
- Ability to consume a Health Potion

Explore:

- Chance to find random amount of Coins
- Chance to find random amount of Health potions
- Chance to find Weapons
- Chance to be damaged

Shop:

- Ability to purchase different Weapons with Coins
- Ability to purchase Health Potions with Coins (Individual & In Bulk)

Quit:

- Display the players Score
- Should display the Highscores list
- Ability to submit score to Highscores list with custom display name

Non-Functional:

- Highscores list should be saved in and retrieved from a MySQL database
- The Highscores list should display scores in descending order

Interface Requirements:

Title Screen:

- Game art should be displayed
- Should have a 'Start Game' button which takes player to Main Menu

Main Menu:

- Player Stats Bar should display the players HP, Weapon, Coins and Potions
- Players Score should be displayed

Battle:

- Enemy's health should be displayed with a health bar
- Options available for "Attack" "Drink Potion" & "Run" as buttons

Shop:

- Should display different items as buttons
- Should display error if user has insufficient amount of coins
- Back button should be present to take user back to main menu

Quit/Death:

- Should display the Highscores as a table
- Should have a text field for users to enter display name
- Button to submit score

Title Screen

GAME LOGO

START BUTTON

Main Menu

HITPOINTS:WEAPON:POTIONS:COINS:

WHAT’S YOUR NEXT
MOVE?

SCORE:

CHOICE 1

CHOICE 2

CHOICE 3

CHOICE 4

Battle Screen

HITPOINTS: WEAPON: POTIONS: COINS:			
ENEMY HAS APPEARED CHOOSE YOUR MOVE!			
<div style="background-color: #90EE90; display: inline-block; width: 100px; height: 20px; border: 1px solid black;"></div> PLAYER HP		<div style="background-color: #FFB6C1; display: inline-block; width: 100px; height: 20px; border: 1px solid black;"></div> ENEMY HP	
<div style="border: 1px solid black; padding: 5px; display: inline-block;">SCORE:</div>	<div style="border: 1px solid black; padding: 5px; display: inline-block;">CHOICE 1</div>		
	<div style="border: 1px solid black; padding: 5px; display: inline-block;">CHOICE 2</div>		
	<div style="border: 1px solid black; padding: 5px; display: inline-block;">CHOICE 3</div>		
	<div style="border: 1px solid black; padding: 5px; display: inline-block;">CHOICE 4</div>		

Shop Screen

HITPOINTS: WEAPON: POTIONS: COINS:				
BUY ITEM 1	BUY ITEM 2	BUY ITEM 3	BUY ITEM 4	
<div style="border: 1px solid black; padding: 5px; display: inline-block;">SCORE:</div>	<div style="border: 1px solid black; padding: 5px; display: inline-block;">CHOICE 1</div>			
	<div style="border: 1px solid black; padding: 5px; display: inline-block;">CHOICE 2</div>			
	<div style="border: 1px solid black; padding: 5px; display: inline-block;">CHOICE 3</div>			
	<div style="border: 1px solid black; padding: 5px; display: inline-block;">CHOICE 4</div>			

End Game Screen

SCORE:

HIGHSCORE TABLE

ENTER USERNAME

SUBMIT SCORE